

Tournament Time, LLC

Softball Rules and Regulations:

Tournament Time, LLC (TT) Tournaments National Federation High School Softball Rules for all tournaments unless otherwise specified below.

The purpose is for all girls to have fun, enjoy the game of softball, and make new friends. Your participation in this tournament, and the time you devote to helping the girls grow as young ladies, makes it all possible.

➤ **Registration**

The coach or a representative of each team is required to check-in at least one hour before their first game at the registration table at tournament headquarters and –

- a. Sign in coaches and pick up coaches' bands
- b. However, proof of age for all players must be available throughout the tournament and must be provided if challenged by the opposing coach. Any eligibility protest must be made before the game starts. In the event of a challenge, and the coach cannot provide proof of the players age, all past and future games in which the questionable girl participated in the tournament by that team will be forfeited.
- c. No double rostering and/or additions are allowed throughout the tournament.
 - i. Final decisions on all roster eligibility questions made by tournament director.

➤ **Eligibility**

BIRTH YEAR	AGE DIVISION
2001 or 2002	18 & Under
2003 or 2004	16 & Under
2005 or 2006	14 & Under
2007 or 2008	12 & Under
2009 or 2010	10 & Under
2011 or 2012	8 & Under

(If a play is ineligible due to age the team must forfeit each game that player played in – all forfeited games will be scored 5-0 in favor of winning team)

➤ **Refund Policy**

Tournament Time will charge a minimum administration fee equaling 10% of your entry fee, for **all** refunds. If you call on or before 20 days in advance prior to tournament date you will be refunded 75% of your entry money. If you call on or before 12 days in advance prior to tournament date you will be refunded 50% of your entry money. If you call inside the 12 day window or after schedule and brackets have been posted there will be no refund given. No refunds or transfer of funds from tournament to tournament.

➤ **Weather Cancellations**

There is a chance a tournament could be rained out. Please be aware that Tournament Time will charge a minimum administration fee equaling 10% of the entry fee, for **all** refunds if tournament is completely rained out. 1 game played = 50% refund of entry money; 2nd Game Started = No Refund

➤ **Adverse Weather**

The Tournament Time Tournaments will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. In this case we will revert back to the last full complete inning to determine the result. The pool play could also be altered. Players and Coaches expect these conditions when entering the tournament.



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➤ **Start Time**

Before entering a tournament, make sure your team has no other conflicts on listed tournament dates. Tournament Time, LLC cannot accommodate any special game time request! Teams need to be prepared to play 1hr and 30 minutes earlier than their scheduled time to play, if the tournament is ahead of schedule games will be played earlier than scheduled times.

➤ **Reserved Spot**

Your team will not be confirmed into any tournament until full payment is received in full Prior to the tournament date according to the coaches' email. *Penciled teams are not confirmed.*

➤ **Protest Fee**

- Judgment calls by the umpire cannot be protested, rules only may be protested, and must be decided before resuming play.
- A \$100 cash protest fee must be presented to the tournament director at the time of the protest.
- A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- If the protest is upheld, then the \$ 100 will be refunded

➤ **Home Team**

Home team will be determined by coin flip in pool play, in tournament play the higher seed will be given the choice of visitor/home. **Home team is required to keep the official book. Visiting team will have the option to keep scoreboard.** Pitch cards will be kept by the home team and must be turned in to the director's table. **(Must be signed by each teams' head manager. It is the home team's responsibility to turn pitch cards in to the tournament Director.)**

➤ **In Field Warm Up**

All teams are encouraged to warm up as much as possible before game time. No pre-game infield.

➤ **Time/Game Limit**

All tournament games in pool play and tournament play will have a time limit. Championship games will not. The time limits are as follows: Time starts after the coin toss and/or the umpire pregame discussion. **(Start of a new inning will begin when the last out is recorded of the previous inning)**

Age Division	Base Distance	Pitching Distance	Game Length	Time Limit	Steals
8U	60 feet	35 feet	6 inning game	1hr	Closed Base
10U	60 feet	35 feet	6 inning game	1hr 20min	Closed Base
12U	60 feet	40 feet	6 inning game	1hr 20min	Closed Base
14U – High School	60 feet	43 feet	7 inning game	1hr 30min	Closed Base

Pool Play Only

If a new inning has started prior to the time limit, then that inning will finish. No new inning can start after the time limit. Games can end in a tie. Umpires will announce the start time right after the coin toss & pregame rules discussion.

Tournament Play.

Games can't end in a tie; regular baseball will be played until we have a winner.

The game will be considered a complete game after the home team bats in the bottom of the 1st inning. If a game should be called due to darkness, or weather, and the 1st inning has not been completed, the game will restart where it left off.



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➤ **Forfeited Games**

All forfeited games will be scored 5-0 in favor of the winning team.

*****TIME LIMITS MAY CHANGE DUE TO WEATHER*****

❖ **Playoffs/Tie Breakers**

Seeding results will result from pool play record.

In the event that teams are tied after pool play, the following process will be followed:

- ❖ Head to Head (only if 2 teams are tied. 3 or more, go to next tie breaker)
- ❖ Fewest Runs Allowed
- ❖ Runs Scored
- ❖ Coin Flip

TT reserves the right to re-seed teams in the 1st round of single elimination play to prevent teams from playing the same team as Pool Play

➤ **Re-entry**

Defensive: Each team will be allowed unlimited substitutions in the field.

8U – fields 10 players (4 outfielders – no rovers)

10U – High School – fields 9 players

Offensive:

Teams are allowed to bat 9 players, the entire lineup or anywhere in between, based on the coaches decision.

****8U Teams will bat 10 players, the entire lineup or anywhere in between, based on the coaches decision**

If a player is injured batting in the line-up and the team has no subs, then it will be counted as an out each time the injured player is supposed to bat.

➤ **Scorekeeping**

1. Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.
2. The Official Scorebook is to be kept by the home team. Both teams should confer after each inning to confirm the score.
3. A completed score sheet must be filled out and signed by the home team manager after each game and presented to the tournament director.

Please make sure this is done so that we can make sure we stay on top of the scores and post the results ASAP.

➤ **Softball Cleats**

Metal spikes are allowed only in divisions 14U and older

➤ **Dugouts**

Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team's trash after the game.

➤ **Ejections**

- 1) All ejections are at the umpires' discretion.
- 2) NO WARNINGS will be given to coaches, players, or fans for unsportsmanlike or unruly behavior.
- 3) Upon ejection, the coach, player, or fan must completely leave the premises. Failure to comply will result in a team forfeit. They may return to the next game played.
- 4) Any coach, player, or fan ejected from more than one game will not be permitted on the premises for the rest of the tournament.



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➤ ***Mercy Rule***

8U Age Divisions – (max 6 runs per inning) (unlimited runs in last inning)
10 after 3 innings 8 after 5 innings

10U-12U Age Divisions (max 9 runs per inning) (unlimited runs in last inning)
10 after 3 innings 8 after 5 innings

14U-Hight School Age Divisions (max 9 runs per inning) (unlimited runs in last inning)
10 after 3 innings 8 after 5 innings

Last Inning to be defined as:

8U – 12U = start of the 6th inning before the time limit or (start of a extra inning after the time limit – only applies to tournament play)
14U – High School = start of the 7th inning before the time limit or (start of a extra inning after the time limit – only applies to tournament play)

➤ ***Format Alterations***

Tournament Time, LLC reserves the right to alter, change, or abbreviate tournament formats, when necessary, in order to complete the tournament. This includes, but not limited to, shortening times limits in order to maintain the game schedule and to ensure all games.

➤ ***Softballs***

All teams hit your own balls, team's choice. Umpire will ask for 2 baseballs at the start of each game per team.

10U & Under – 11" Ball ASA certified with .47 Core
12U & Up – 12" Ball ASA certified with .47 Core

➤ ***Courtesy Runners***

Courtesy Runners for catcher and pitcher only must follow re-entry rule and may be used regardless of # of outs. If there are no players available on the bench, then you may use the last recorded out as a courtesy runner.

➤ ***Slides***

No head first slides except back to a base

➤ ***Uniforms***

Numbers necessary, matching uniforms recommended.

➤ ***No Show***

Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in Tournament Time, LLC events for the following season.

➤ ***Decisions***

Tournament Time, LLC shall have all final decision on all tournament question

➤ ***Tournament Specifics***

There may be specific Rules for different tournaments. Please review Event Information tab to see if your tournament has Specific Rules (Example: Base paths change for age divisions due to different facilities)

➤ ***Bat Restrictions***

8u – 12u any bat ASA or USSA approved.
14U – High School as long as bat has 2000 or 2004 ASA certification



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➤ *8U Division Modified Rules*

- ❖ Ten defensive fielders (6 infielders/ 4 outfielders: no rovers) will be used with free defensive substitution throughout game. If you choose to play only 9 players that is ok. If you have more than 10 kids on the roster, it is the coach's decision to bat more or sub in/out.
- ❖ Coach will pitch.
- ❖ 6 pitches or 3 strikes per at bat. At bat continues if 6th pitch is fouled off and will continue if player continues to foul off last pitch.
- ❖ 3 outs or 6 runs scored complete an inning. All games will be 6 innings
- ❖ Batted ball that hits pitching coach is declared dead and all runners will get 1 base.
- ❖ No bunts allowed. Infield fly rule will NOT be in effect.
- ❖ Defensive team can have one coach on each foul line, in the outfield, but shall remain in foul territory not to interfere with the offensive base coach.
- ❖ Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance.

**WE KNOW YOU HAVE A CHOICE, THANK YOU FOR
PLAYING IN OUR TOURNAMENTS!**

